



**THE MAIN
EVENT**

TO



CONVERSION KIT INSTRUCTION MANUAL



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Part Number 821402

KIT CONTENTS

| Quantity | Part # | Description |
|----------|--------|-------------------------------------|
| 1 | 821003 | Crime Fighter PCB |
| 1 | 821102 | Crime Fighter Control Panel Overlay |
| 1 | 821300 | Upper Right Side Decal |
| 1 | 821301 | Lower Right Side Decal |
| 1 | 821302 | Upper Left Side Decal |
| 1 | 821303 | Lower Left Side Decal |
| 1 | 821200 | Crime Fighter Marquee |
| 1 | 821101 | Crime Fighter Player Instruction |
| 1 set | 821012 | Control Panel Harnesses |
| 1 | 821402 | Crime Fighter Manual |
| 2 | 30110 | Red Buttons |
| 2 | 30112 | Blue Buttons |
| 2 | 30118 | Yellow Buttons |
| 2 | 30119 | Green Buttons |
| 8 | 30202 | Switch Holders |
| 8 | 30250 | Palnuts |
| 1 | 30304 | Red Joy Stick |
| 1 | 30305 | Blue Joy Stick |
| 1 | 30306 | Green Joy Stick |
| 1 | 30307 | Yellow Joy Stick |
| 1 | 40205 | Z-Bracket |
| 1 | 821700 | Crime Fighter Bezel |
| 1 | 821512 | Outer Box For C/F Kit |
| 1 | 821513 | Control Panel Sleeve |
| 1 | 821514 | Inner Packaging |
| 1 | 821799 | Wood Control Panel |

★ ★ ★ IMPORTANT NOTICE ★ ★ ★

The Japanese Amusement Machine Manufacturers Association (JAMMA) has introduced a new standard in video game P.C.B's. It was decided that all new products from any JAMMA member will use the same pin print-out on the edge connector. The edge connector will have 56 pin outs, 28 per side.

Konami Inc. will offer a 56 to 36 pin adaptor P.C.B. available through your distributor. This new adaptor P.C.B. will enable the new 56 pin out to adapt to Konami's old standard 36 pin out.

CRIME FIGHTER TECHNICAL INFORMATION

TECHNICAL INFORMATION

GX821-UA

- (1) Required power capacity
GND-Vcc 5V 4A or more
GND-(+12V)
*See the Wiring Diagram.
- (2) Output
R (red) analog, positive
G (green) analog, positive
B (blue) analog, positive
SYNC. H-V complexed, negative
- (3) Use the volume knob on the PCB to adjust sound level.
Turn the knob clockwise and it becomes louder.
- (4) Handle with care.

CABINET INFORMATION

- (1) Use an upright cabinet with a big control panel having four sets of an 8-way joystick and two function buttons.
- (2) Four independent coin slots are also necessary.
- (3) Start buttons are unnecessary. Function buttons can be substituted for them.

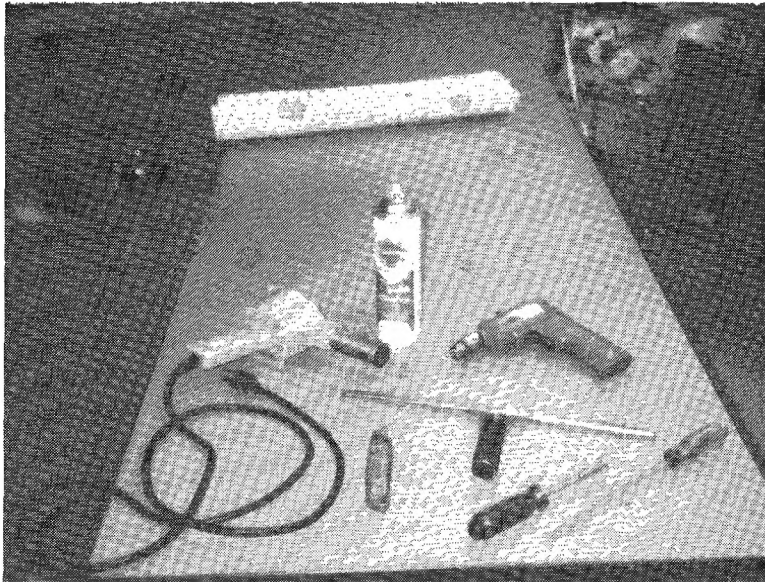
SELF TEST

Normal: OK will be displayed. Then the game will start.
Abnormal: BAD will be displayed and the screen will stop.

MANUAL TEST

- (1) How to start
Turn on the power while the SW3 of the DIP SWITCH No. 3 is on. Push player 1 KICK button to change items.
- (2) Test items
 1. ROM check
 2. Picture contortion
 3. Color check
 4. I/O check
 5. Sound check
 6. Dip switch settings*Push player 2 KICK button to change sound code.
Pressing player 2 PUNCH button calls the same sound code.

CONVERSION KIT INSTRUCTIONS

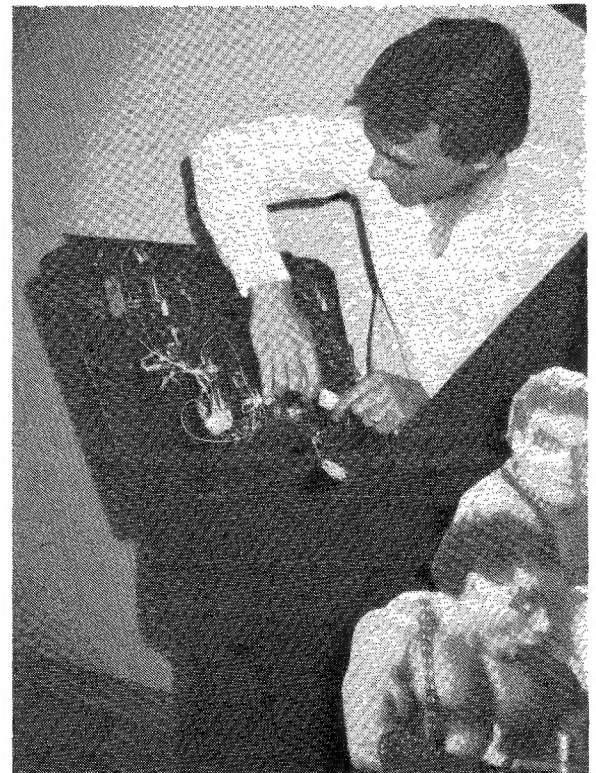


Tools Needed For Conversion:

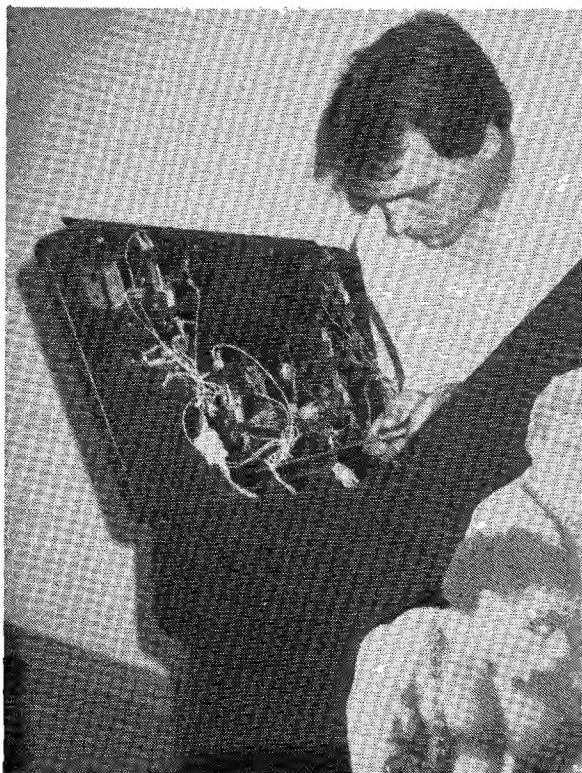
1. Heat Gun (or Hair Dryer)
2. Squeegee
3. Razor Knife
4. Phillips Screwdriver (Power Driver)
5. Glass Cleaner
6. Nut Driver



Before starting conversion, test your Main Event for any problems. This is done by turning Switch #3 of Dip Switch #3 on, with power off, turn on power and test.



Carefully remove the four wire harnesses and the light bulb harness connecting the Main Event control panel.



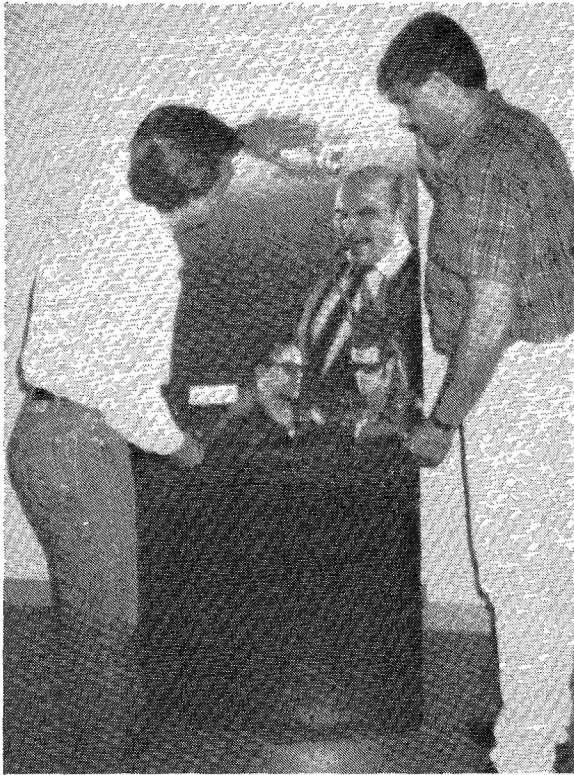
Remove the entire control panel by unscrewing the four Phillips head screws from the hinge.



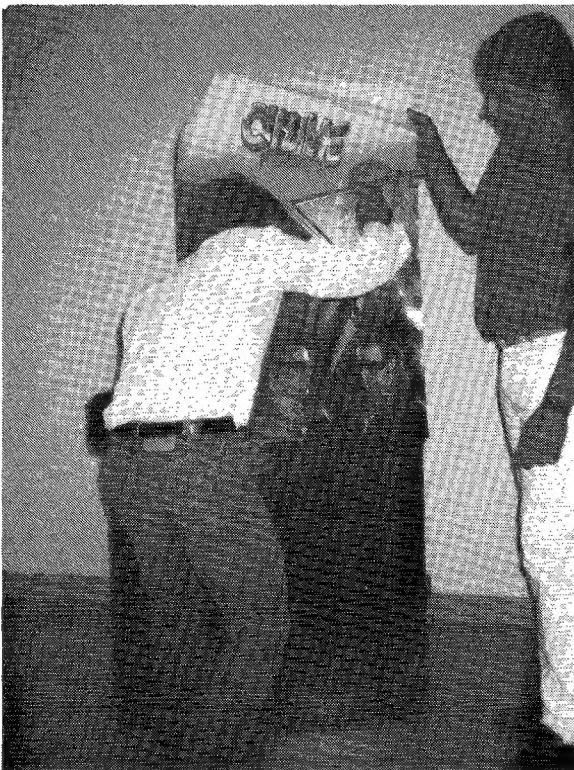
With the aid of a heat gun remove the Main Event side decals.



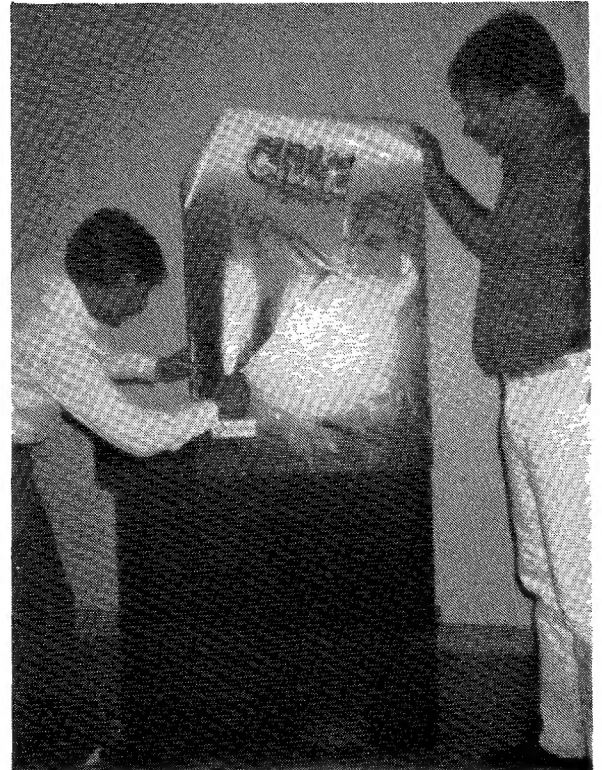
Spray the side of the cabinet with glass cleaner, this will allow you to align the side decal before it adheres to the cabinet.



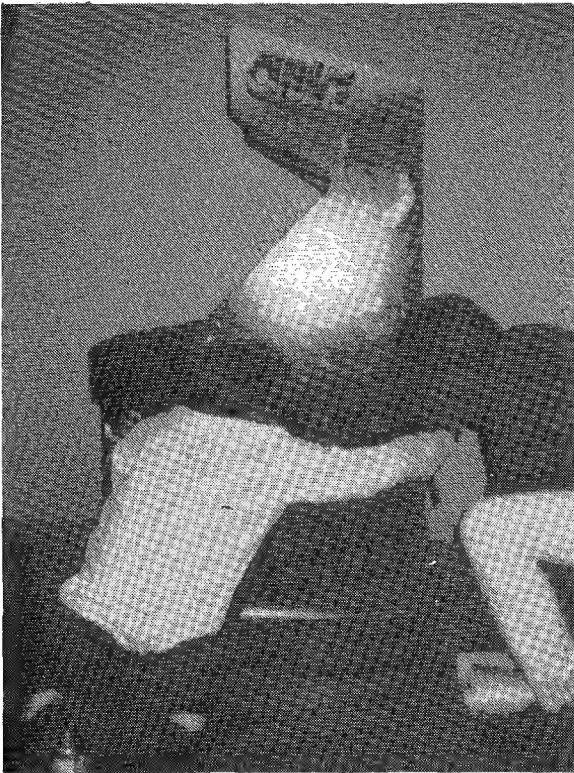
With help from a friend align top side decal to the back and top of the cabinet (the top of the cabinet should be completely covered) use the proper side decal, the Konami Logo should be closest to the front of the cabinet.



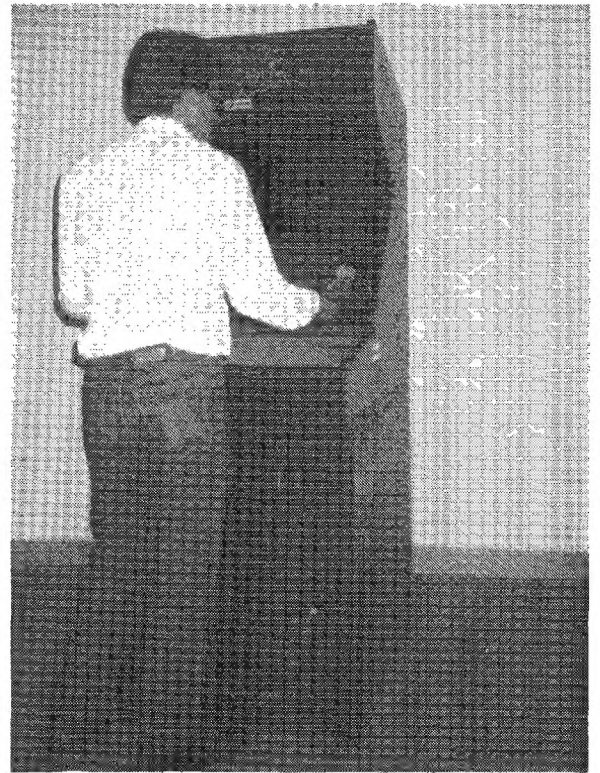
Using a squeegee remove all air pockets from the surface.



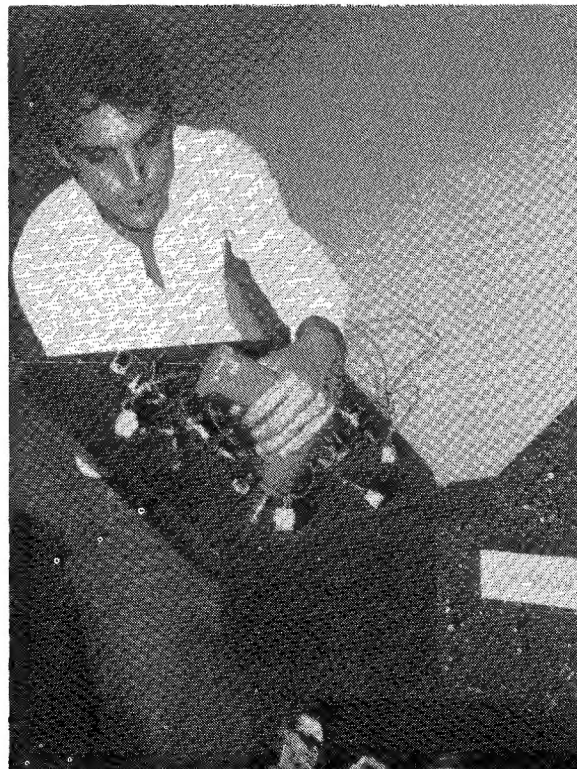
Using a knife carefully trim excess material.



Align bottom side decal, and remove air pockets with a squeegee. Repeat steps 6 through 10 on opposite side.



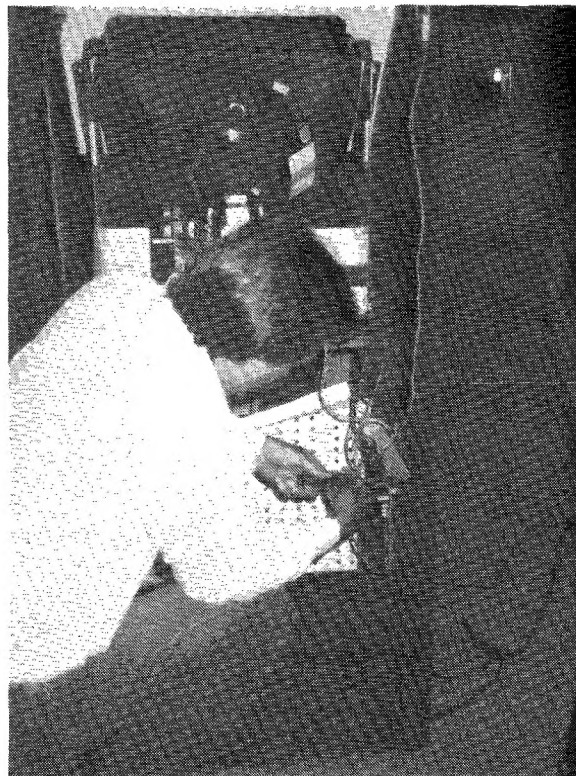
Remove Main Event marquee and monitor bezel. Apply Crime Fighter marquee and bezel.



Align new Crime Fighter control panel and secure with four Phillips screws.



Connect the four wire harnesses (light bulb wire harness from Main Event will not be used).



Remove the Main Event P.C.B. and secure the Crime Fighter P.C.B. to the same spot. Reconnect wire harness to the JAMMA connector.



Conversion is now complete, turn Switch #3 of Dip Switch #3 on and turn on power, adjust monitor and check I/O ports.

CRIME FIGHTER: SUB HARNESS FOR 3 PLAYERS & 4 PLAYERS

CN3 3P CONTROLS

| | | |
|----|----------|--------------|
| 1 | Coin 3 | White/Violet |
| 2 | Empty | |
| 3 | 3P Left | White/Red |
| 4 | 3P Right | White/Yellow |
| 5 | 3P Up | White/Black |
| 6 | 3P Down | White/Blue |
| 7 | 3P Punch | White/Brown |
| 8 | 3P Kick | White/Orange |
| 9 | Empty | |
| 10 | Empty | |
| 11 | Empty | |
| 12 | Empty | |
| 13 | Empty | |
| 14 | Empty | |
| 15 | Ground | Black |

CN4 4P CONTROLS

| | | |
|----|----------|--------------|
| 1 | Coin 4 | Blue |
| 2 | Empty | |
| 3 | 4P Left | Yellow/Black |
| 4 | 4P Right | Brown/Black |
| 5 | 4P Up | Green/Yellow |
| 6 | 4P Down | Yellow/Red |
| 7 | 4P Punch | Yellow/White |
| 8 | 4P Kick | Yellow/Blue |
| 9 | Empty | |
| 10 | Empty | |
| 11 | Empty | |
| 12 | Empty | |
| 13 | Empty | |
| 14 | Empty | |
| 15 | Ground | Black |

CRIME FIGHTER: WIRING HARNESS

WIRE COLOR KEY:

Solder Side ← → Parts Side

| | | | | | |
|---------------|-------------|---|----|--------------|--------------|
| BLACK | GND | A | 1 | GND | BLACK |
| BLACK | GND | B | 2 | GND | BLACK |
| RED | +5V DC | C | 3 | +5V DC | RED |
| RED | +5V DC | D | 4 | +5V DC | RED |
| | NOT USED | E | 5 | NOT USED | |
| ORANGE | +12V DC | F | 6 | +12V DC | ORANGE |
| | *KEY | H | 7 | *KEY | |
| | (EMPTY) | J | 8 | COIN COUNTER | GREEN/GRAY |
| | (EMPTY) | K | 9 | (EMPTY) | |
| YELLOW | SPEAKER (-) | L | 10 | SPEAKER (+) | BLUE |
| | (EMPTY) | M | 11 | (EMPTY) | |
| WHITE/GREEN | VIDEO GREEN | N | 12 | VIDEO RED | RED/WHITE |
| WHITE | VIDEO SYNC | P | 13 | VIDEO BLUE | BLUE/WHITE |
| | (EMPTY) | R | 14 | VIDEO GROUND | BLACK |
| | (EMPTY) | S | 15 | (EMPTY) | |
| VIOLET/WHITE | COIN 2 | T | 16 | COIN 1 | BLUE/BROWN |
| | NOT USED | U | 17 | NOT USED | |
| BLUE/YELLOW | 2P UP | V | 18 | 1P UP | ORANGE/WHITE |
| VIOLET/YELLOW | 2P DOWN | W | 19 | 1P DOWN | BLACK/WHITE |
| ORANGE/GREEN | 2P LEFT | X | 20 | 1P LEFT | RED/GRAY |
| ORANGE/YELLOW | 2P RIGHT | Y | 21 | 1P RIGHT | GRAY/WHITE |
| BLACK/YELLOW | 2P PUNCH | Z | 22 | 1P PUNCH | RED/WHITE |
| ORANGE/GRAY | 2P KICK | a | 23 | 1P KICK | GREEN/BROWN |
| | NOT USED | b | 24 | NOT USED | |
| | NOT USED | c | 25 | NOT USED | |
| | NOT USED | d | 26 | NOT USED | |
| BLACK | GND | e | 27 | GND | BLACK |
| BLACK | GND | f | 28 | GND | BLACK |

(BASE COLOR/LINE COLOR)

DIP SWITCH SETTINGS

DIP SWITCH NO. 1 SETTINGS

1. COIN SWITCH NO. 1 SETTINGS

| SW | 1 | 2 | 3 | 4 | COIN | PLAY |
|----|-----|-----|-----|-----|------|------|
| ○ | OFF | OFF | OFF | OFF | 1 | 1 |
| | ON | | | | 1 | 2 |
| | OFF | ON | | | 1 | 3 |
| | ON | | | | 1 | 4 |
| | OFF | OFF | ON | OFF | 1 | 5 |
| | ON | | | | 1 | 6 |
| | OFF | ON | | | 1 | 7 |
| | ON | | | | 2 | 1 |
| | OFF | OFF | OFF | ON | 2 | 3 |
| | ON | | | | 2 | 5 |
| | OFF | ON | | | 3 | 1 |
| | ON | | | | 3 | 2 |
| | OFF | OFF | ON | ON | 3 | 4 |
| | ON | | | | 4 | 1 |
| | OFF | ON | | | 4 | 3 |
| | ON | | | | VOID | |

SW5 thru SW8 are not used.

DIP SWITCH NO. 2 SETTINGS

1. DIFFICULTY OF THE GAME

| SW | 6 | 7 | DIFFICULTY |
|----|-----|-----|----------------|
| ○ | OFF | OFF | EASY |
| | ON | | NORMAL |
| | OFF | ON | DIFFICULT |
| | ON | | VERY DIFFICULT |

2. SOUND IN ATTRACTIVE MODE

| SW | 8 | SOUND |
|----|-----|-------|
| ○ | OFF | OFF |
| | ON | ON |

SW1 thru SW5 are not used.

DIP SWITCH NO. 3 SETTINGS

1. VIDEO SCREEN FLIP

| SW | 1 | |
|----|-----|-------------|
| ○ | OFF | NORMAL |
| | ON | UPSIDE DOWN |

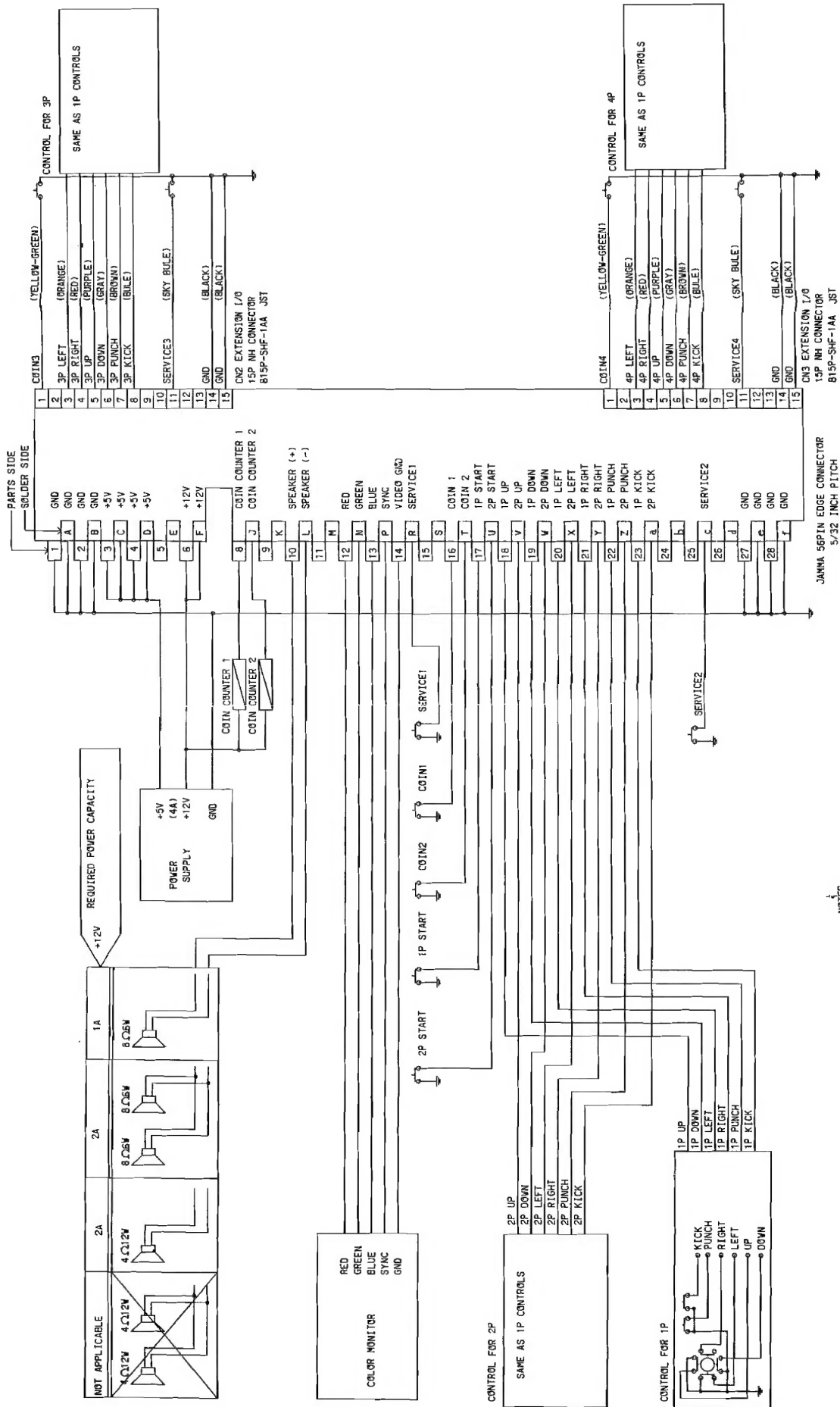
2. CHANGE OF MODE

| SW | 3 | MODE |
|----|-----|-----------|
| ○ | OFF | GAME MODE |
| | ON | TEST MODE |

SW2 and SW4 are not used.

○ shows recommended settings.

WIRING DIAGRAM



- NOTES -
- | | | |
|---|--|----------------|
| 1 | 1P:NO.1 PLAYER | 2P:NO.2 PLAYER |
| | 3P:NO.3 PLAYER | 4P:NO.4 PLAYER |
| 2 | SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE P.C.B. | |

USER INFORMATION
WARNING
F.C.C. REGULATION COMPLIANCE

THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS A COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND TV. RECEPTION, REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.



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